

Kerbal Space Program - Bug #9661

Infinitely movabel wheels/landing legs

05/02/2016 07:03 PM - pcfx

Status:	Needs Clarification	Start date:	05/02/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

If you go to the VAB/SPH and put something landing related (landing legs/wheels, might work for more, I didn't test everything) on a parent part, then drag it back off and then hit ctrl+z (so it reappears on the parent part), you can use the ofset tool, to drag these parts to infinity.

(for better visualisation: <http://imgur.com/a/toU2Q>)

History

#1 - 05/02/2016 08:44 PM - smjames

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed in 1.1.2 as well. Looks like an aspect of #8641 that got missed.

Checked some other parts and yes, it's just the landing legs, gears, and wheels that have the issue.

#2 - 05/02/2016 09:06 PM - Pluto239

Confirmed. Though I just want to organize those steps a little more clearly:

1. Go to VAB
2. Select a base module (probe will do)
3. Select a landing gear or wheel
4. Attach to base module
5. Immediately remove from base
6. While still holding the part, press control+z
7. Drop the old part anywhere
8. Select offset tool and click on the restored landing part
9. Drag part with offset arrows
10. Observe limitless offset

Note: Take care not to first select a different object with the offset tool, as that will fix the problem and the bug will not happen. In fact, dragging the bugged object beyond normal limits, then selecting a different object for offset and then going back to offset the bugged part and dragging will immediately snap the bugged part back to normal limits.

The bug only seems to be related to landing gear, landing struts, and wheels. I tested a few modules from various other groups, like science, transmitters, parachutes, ect... none were bugged.

Confirmed Bugged Parts:

LT-05 Micro Landing Strut

LT-1 Landing Struts (why is this pluralized?)

LT-2 Landing Strut

LY-01 Fixed Landing Gear

LY-05 Steerable Landing Gear

LY-10 Small Landing Gear

LY-35 Medium Landing Gear

LY-60 Large Landing Gear

LY-99 Extra Large Landing Gear

RoveMax Model M1

RoveMax Model S2

RoveMax Model XL3

TR-2L Ruggedized Vehicular Wheel

#3 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

Files

no strings atatched.craft	167 KB	05/02/2016	pcfx
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